SEGA.. FOREMOST MAKER OF QUALITY AMUSEMENT MACHINES
PRESENTS ITS LATEST ACHIEVEMENT

BULLET MARK

Where Computer Technology Combines With Basic Game Appeal
To Provide Top Earning Performance

SEGA BULLET MARK

DESCRIPTION:

Four series of targets appear sequentially on an oversized TV screen . . . balloons, tanks, pirates and jet aircraft. The easiest of the targets to hit are the balloons which are assigned a 7 point rating, followed by the tanks at 15 points, the pirates at 30 points and the jet aircraft at 45 points. For each hit, these points are recorded on a highly visible digital read out; for each miss however, 1 to 3 points (depending upon the target series) is subtracted from the player's score. Perfect score is 979. When played as a two player game, a score of 800 (can be adjusted to 600) by either player automatically extends game into an additional balloon series.

Two authentic-looking Tommy Guns, with a recoil effect like the real thing, are mounted on the gun cabinet. The guns can be fired as a single shot by each player or in bursts. The gun sights are accurate and each burst projects on the screen exactly as aimed by the player.

Six distinct sound effects match the six different targets which are available. Each player has his own set of Bullet Marks and sound effects in order to distinguish his bursts from that of the other player; and each player can easily see his hits and misses.

DIMENSION:

Height: Front 124 cm (48") Width: Front 100 cm (39")
Rear: 148 cm (58.5") Rear 83 cm (32.5")
Depth: 325 cm (127") max. extension.

GAME TIME:

Adjustable from 60 seconds to 140 seconds.

SPECIAL FEATURE:

Two target patterns can be changed through purchase and installation of optional integrated circuit chip.

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